KALEIDOSCOPE EDITOR

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DESCRIPTION

- **The purpose of our kaleidoscope editor is to allow users to quickly make complex and interesting designs using an easy-to-use interface.**

- **The user will be able to drag out whatever shapes they wish, at any level of the object hierarchy, and the application will automatically mirror the objects to create a kaleidoscope effect.**

- **The user will have the ability to select any object or scene node and move, rotate, scale, or delete it, as well as customize colors.**

EXAMPLE

- **Here is an example of a kaleidoscope style editor online with uses a brush as the drawing device:**
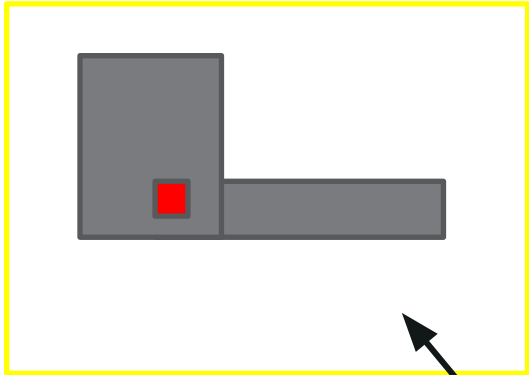**http://permadi.com/java/spaint/spaint.html**

Selected Scene Node:

Mode: Creat ⦿ Eras ◯

▼
Circle
Square
Scene
Node

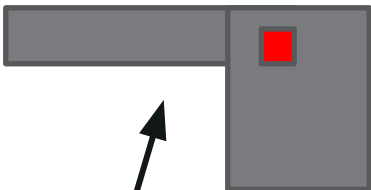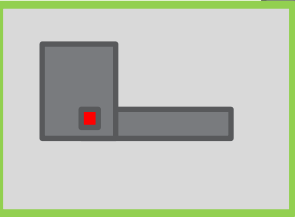Object Transforms S ⦿ R ◯ T ◯ P ◯

x/r

y

Viewport

Left

Bottom

Width

Height

Small View Control Width

CX

CY

Mirrors Across Axes

TECHNICAL REQUIREMENTS

- **Users can create as many SceneNodes as they want in as many generations as they want.**

- **They can select an object or SceneNode using the LMB to edit its position, rotation, scale, and pivot through either the sidebar controls or a manipulator.**

- **There will be a smaller viewport on screen that the user can move around and use to zoom in for more accurate editing**